

FIG. 1

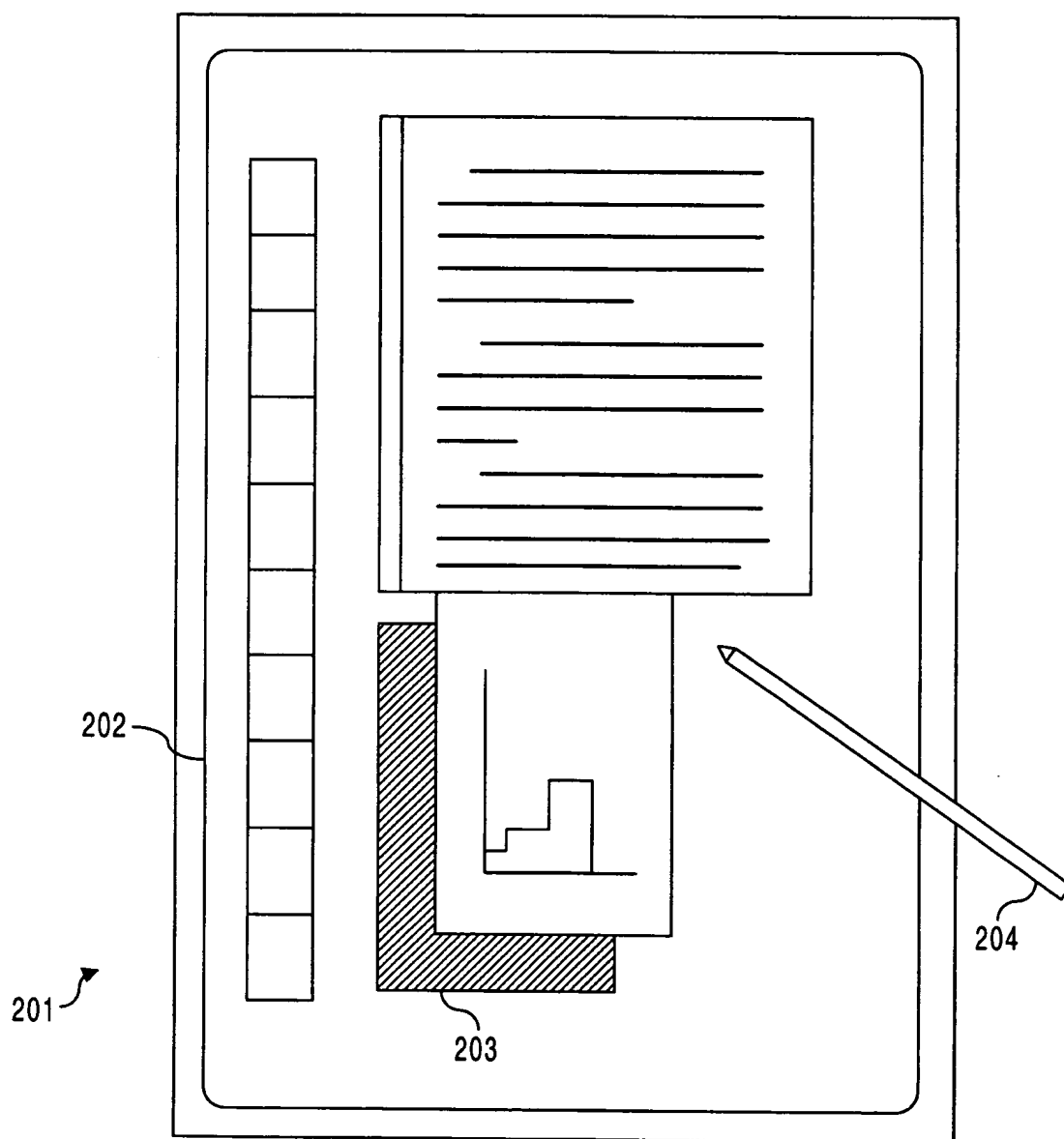


FIG. 2

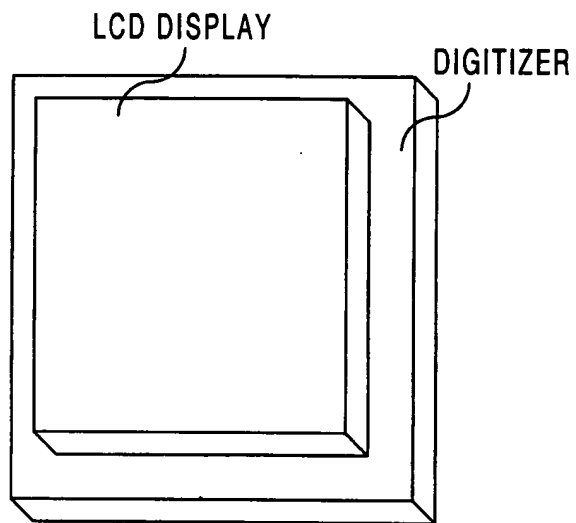


FIG. 3

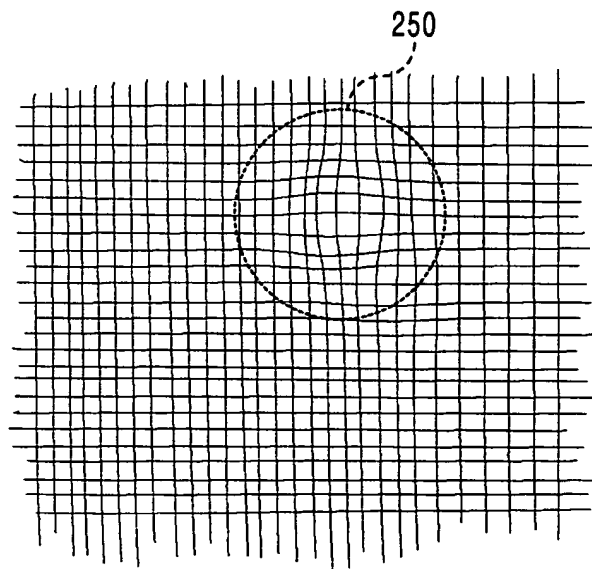


FIG. 4

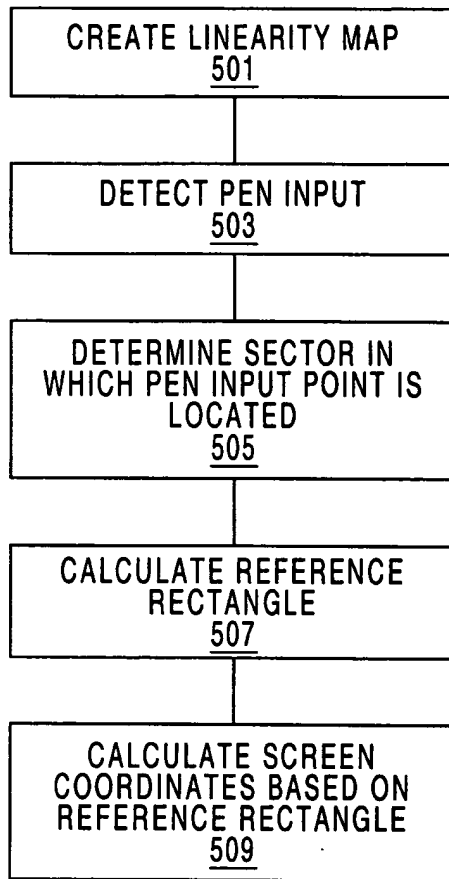


FIG. 5

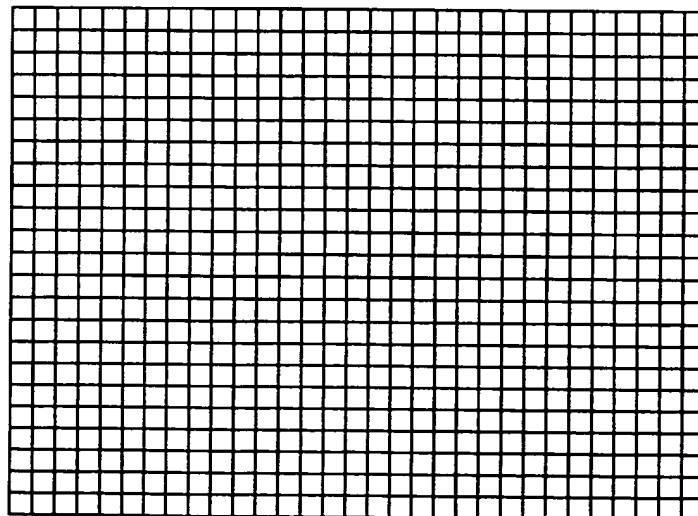


FIG. 6A

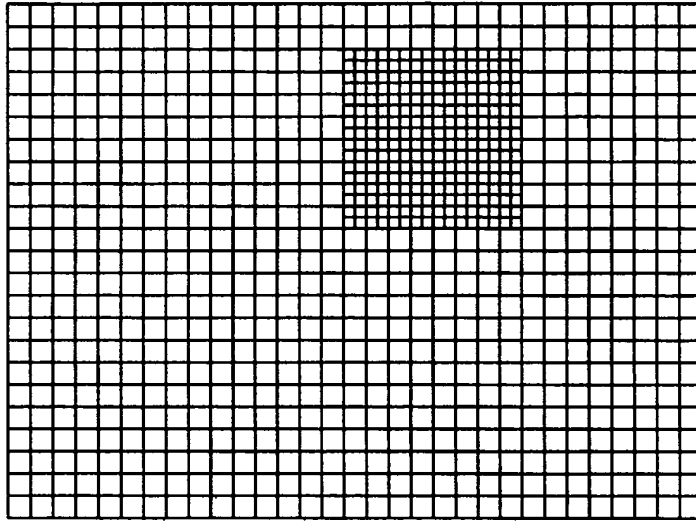


FIG. 6B

```
typedef struct _MAP_PT
{
    USHORT wScreenPtX;
    USHORT wScreenPtY;
    USHORT wPenPtX;
    USHORT wPenPtY;
} MAP_PT, *PMAP_PT;

typedef struct _LINEAR_MAP
{
    ULONG dwcbLen;
    USHORT wNumXPts;
    USHORT wNumYPts;
    MAP_PT PtMap[NUM_LINEAR_YPTS][NUM_LINEAR_XPTS];
} LINEAR_MAP, *PLINEAR_MAP;
```

FIG. 7

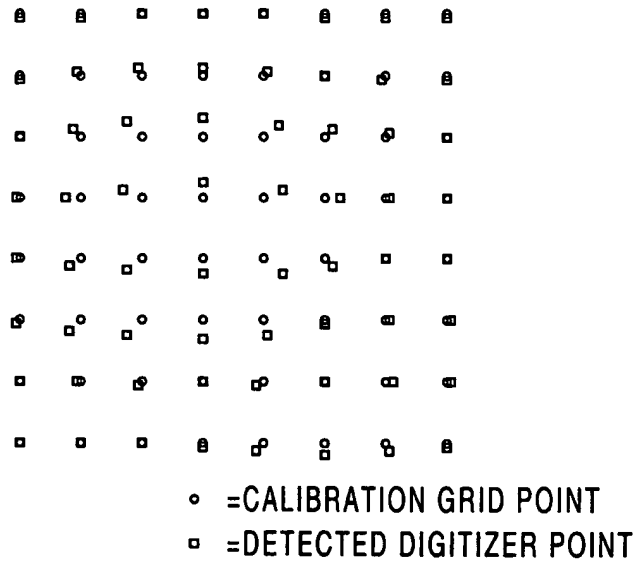


FIG. 8

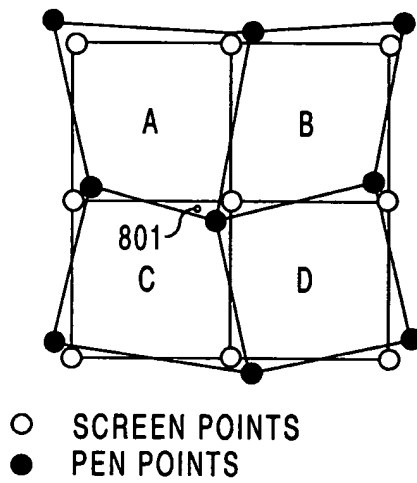


FIG. 9

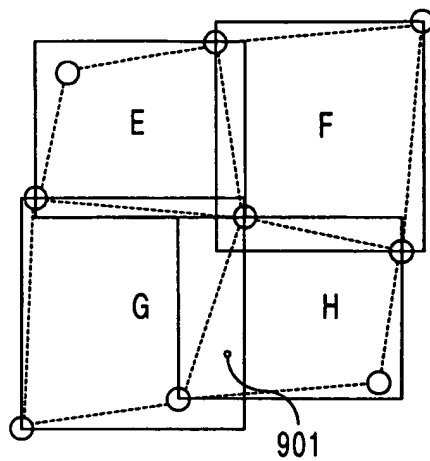


FIG. 10

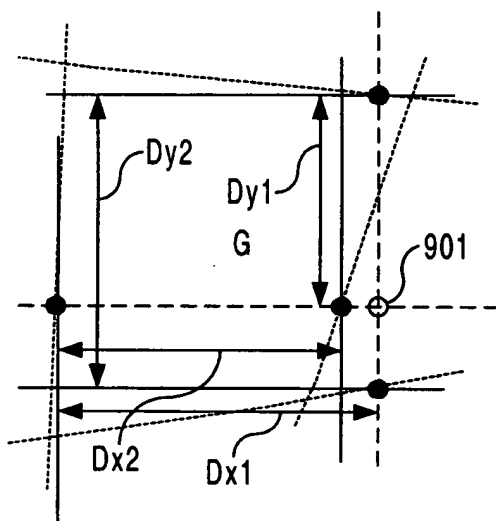


FIG. 12

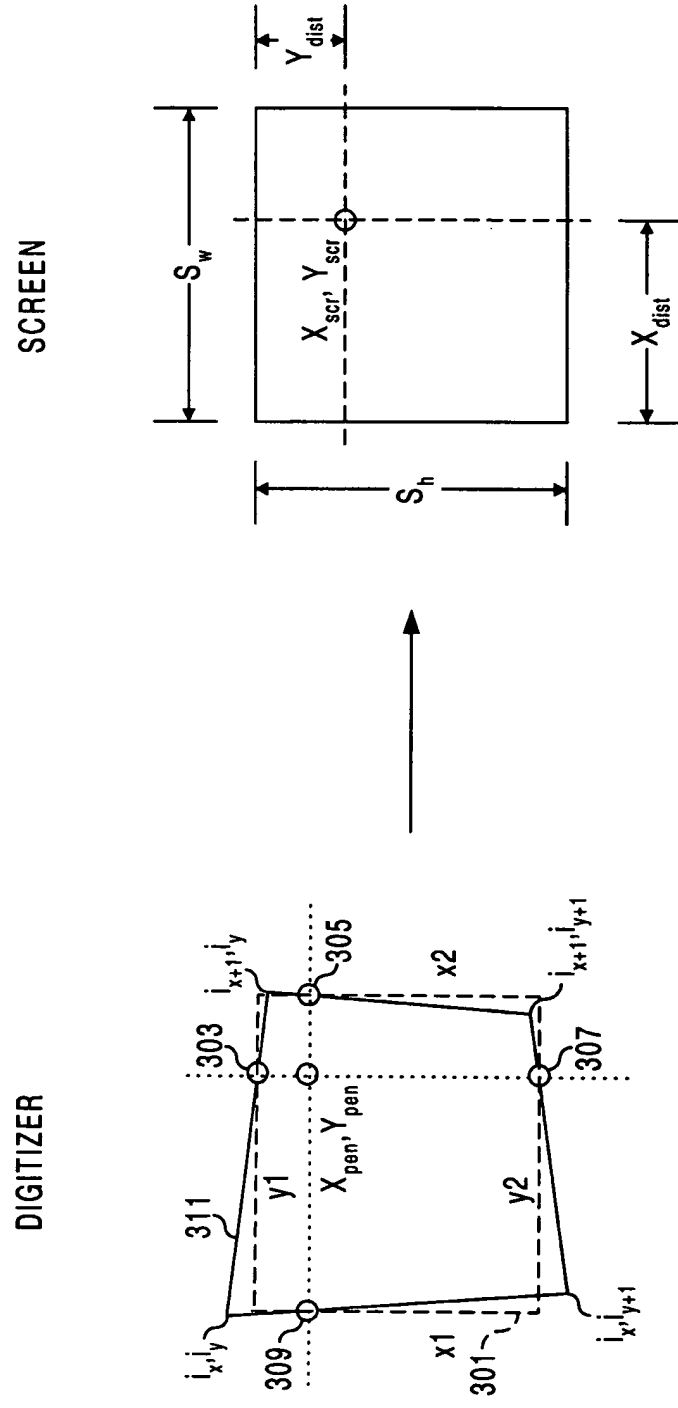


FIG. 11

$$\begin{aligned}
X_{screen} &= PtMap[iy][ix].wScreenPtX + ((X_{pen} - x1) * \\
&\quad (PtMap[iy][ix+1].wScreenPtX - PtMap[iy][ix].wScreenPtX)) / \\
&\quad (x2 - x1); \\
Y_{screen} &= PtMap[iy][ix].wScreenPtY + ((Y_{pen} - y1) * \\
&\quad (PtMap[iy+1][ix].wScreenPtY - PtMap[iy][ix].wScreenPtY)) / \\
&\quad (y2 - y1);
\end{aligned}$$

FIG. 13

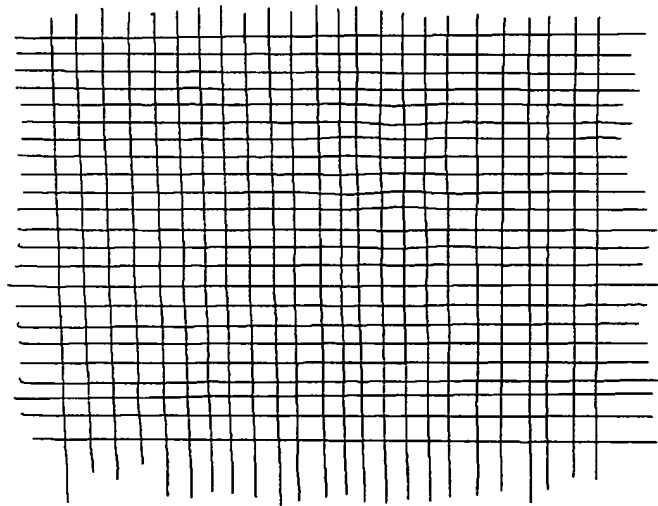


FIG. 14